Diary

TOMBS & TREASURE™

INFOCOM

NES—2T—USA ★

Tombs and Treasure

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the clay tablets I found yesterday. The first tablet describes the games once played in the Ball Court. The writer was some kind of official. He explains with great glee how the wealth of whole kingdoms was often wagered on a single match, and how players on the losing side and their families were sold into slavery.

The writer also speaks of the riches acquired over the centuries through the games, through war, through trade. He describes a fortune "locked away for the future." I'm not sure what to make of this – I'm not even sure my translation is right. The clay tablet is worn with age, and some of the words

are unfamiliar. But I know I'm close.

These tablets give me a direct link with the past. Finally.

Day 19

I've now read most of the tablets. They seem to make up some kind of series, though I think I'm missing one. I've lost three men on this journey so far. Their deaths will not be in vain. These tales of monsters and demons — I think I understand them now. Just a few more tablets to read, and maybe then I can tell the world.

Day 20

Am I an expert? I am an idiot. "Professor Ames, world-famous archaeologist." World-famous bumbler

is more like it. I knew nothing. But now I have a chance to learn.

Day 21

All my old theories were wrong. The tablets, what I've seen, it all comes together. The Mayans are not dead - they live even today. They live separately, but they live. Seeking them is risky, almost impossible. But the rewards are unbelievable.

I must find the Sun Key. It is indeed the key to the Mayans and all their knowledge, power, and wealth. The path is laid out in these tablets.

Monsters and demons guard the ruins. They are vicious, but they can be overcome. I think I know how.

I will try. None is worse than the demon Tentacula, but he can be vanquished - if only I can find the Sun Key.

If something happens to me, I will have my secretary Anne send for help. She picked up a few items so far: a lighter, a key, and a sword, which one of my men paid for with his life. If they must be used, let them be used well.

Day 22
In the jungle in a secret path. I found it today, by accident. She marked it on the map.

Day 23
The tablets say the monsters aren't all equal. With each victory you grow stronger. And beware also your weapons, stronger when joined.

The tablets speak much of Skmal-Jewel. They advise one to gaze into it often, for fate changes suddenly. It is a gem of great power.

Day 24

I have found one more tablet. I believe it's the last in the series. This one is more faded and harder to read than the others. Parts are too worn away to understand at all. But I think it says:

On her finger it is safe. The ring is safe on her finger.

Under wealth lies gems. Glittering wealth hides the power of red. Must look under (can't read)

She must make the pipes work. And the savage beast made calm.

With El Slug gone, beware the ground. Smash (can't read) will find (can't read)

The warrior's necklace is unclean. In Paradise is (can't read)

With compass in hand, heed no warnings. Beware the lies of (can't read next word) Must (can't read) pawl.

Use mirror in sacrifice. Fail, and the trap closes. Reflect that to wait is to die.

The large flask at midnight. Use twice—it's close to over. The key is there, small is the key. For ever and ever. (Can my translation be right? What does this mean?)

Day 25

I set off now into the ruins. I trust Anne to call for help if I need it. If my fate should already be sealed, I wish luck to any who may come after me.

Getting Started

1. With your game system and TV or monitor off, insert the *Tombs and Treasure* cartridge into your Nintendo Entertainment System, as described in your owner's guide.
2. Turn on your game system and TV or monitor. Read the background information of the game and at the title screen press **Start**.
3. At the selection screen, use the up and down arrow keys on the control pad to select **New Game**, **Last Game Continue**, or **Password Continue** (see "Other Game Play Options" below), and press **A**.
4. At the name screen, enter the names by moving the cursor with the arrow keys to the letters to spell out the name and pressing **A** after each letter.

To move from the boy's name slot to the girl's name slot, select the right arrow, which is found next to **Exit**. If you're finished entering the names, if you just want to enter one name, or if you don't want to enter any names, move the cursor to **Exit** and press **A**.

The Search Begins

You start in the Professor's lab, where his secretary shows you the items he found in the Well of Sacrifice and fills you in on the details of his disappearance. Examine everything very closely. You'll need all the facts you can get to battle the demonic force that stalks the ruins.

Choosing the Icons

You act by choosing an icon that represents a certain action or movement. Use the arrow keys to highlight the icon you want, then press A to select it.

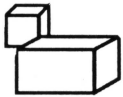
Go: Moves you in a certain direction.

Look: Lets you examine an item in the Action Window (by pressing A) or in your inventory window (by pressing B).

Take: Lets you select an item in the Action Window and add it to your inventory.

Put: Lets you choose an item from your inventory and place it somewhere. Your inventory will appear in the Action Window, and you use the arrow keys to select the item. Press A to put that item somewhere.

Use: Lets you use an item from your inventory. Your inventory will appear in the Action Window, and you use the arrow keys to select the item. Press A to use that item.



Move: Lets you move things in the Action Window. Use the arrow keys to move the pointer to the thing you want to move, and press A.

Push: Lets you push things in the Action Window. Use the arrow keys to move the pointer to the thing you want to push, and press A.

Pull: Lets you pull things in the Action Window. Use the arrow keys to move the pointer to the thing you want to pull, and press A.

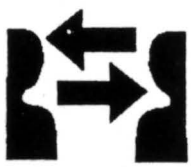
Smash: Lets you smash things in the Action Window. Use the arrow keys to move the pointer to the thing you want to smash, and press A.

Join: Lets you join together two items from your inventory. Move the pointer to the first item and press A, then to the second item and press A again to join them.

Wash: Lets you wash an item in your inventory. Your inventory will appear in the Action Window. Use the arrow keys to select the item. Press A to wash that item.

Wait: Allows time to pass.

Fight: Puts you in fighting mode. Press A to strike, and watch the Text Window for instructions.



Change: Lets you change the active player from the boy to the girl to Jose. Press A to cycle through the people. Whoever appears in the Text Window is the one who will be performing whatever other actions you choose.

Looking Through the Windows

The five windows on the screen provide valuable information about the choices you'll be making throughout your mission.

The Action Window will show the inside of the Lab. It also displays the items in your inventory when you choose the correct icon.

In the Lab, you see **Laboratory** in the Location Window and **Go** in the Message Window. Press **A**; arrows wil appear in the Message Window.

Use the arrow keys on your controller to move the frame through the arrows, and press **A** to choose the one indicating the direction you wish to move.

The Text Window will provide accompanying information. When you see a blinking triangle in the bottom right corner of the Text Window, it means there is still more to see or hear. Press **A** to see the rest of the text, see the next scene in the action window, or hear a sound effect.

After you've read Anne's story in the Text Window, use the arrow keys to move the white frame to the **Look** icon (it's next to the **Go** icon). **Look** will appear in the Message Window. Press **A**. The pointer will appear in the Action Window, and the frame around the icon will turn red.

To "look" at an item, move the pointer with the arrow keys. The Message Window will show the name of the item as you point to it. Press **A** to see important information about the item, or press **B** to look at your inventory. Use the arrow keys to select the inventory item you're interested in, then press **A** to view the item. Press **B** to cancel the **Look** command.

To add an item to your inventory, move the blinking white frame to the **Take** icon (next to **Look**) and press **A**. Move the pointer to the item you wish to take and press **A** again to take it. Repeat this procedure until you've collected all the items you want.

When an icon is framed with red, you can move around the Action Window and perform the action indicated by the icon. Press **B** to cancel the action and change the frame back to white. Then you can change to a new icon— *except if you're in* **Look**. If you press **B** while **Look** is framed in red, you'll see

the items in your inventory. Use the arrow keys to highlight an item and press A to view it.

Press B again to leave the inventory, and the frame changes back to white, allowing you to choose another icon.

The frame also changes back to white after each time you "look" at an item.

After you've checked out all of Professor Imes's possessions, choose the **Go** icon, the backwards arrow to leave the lab, then the forward arrow. This will start you on your adventure.

Other Game Play Options

At the Game Selection screen, you have two other choices besides **New Game: Last Game Continue** and **Password Continue.**

Last Game Continue

This option allows you to continue a game after you've just died. When you're slain, you see the **Game Over** screen. Press **A** to go to the Selection

screen, and choose **Last Game Continue** to start playing again at the same spot where you were eliminated.

Password Game

This option allows you to resume a game that you've previously saved; see "Password" in "Get Thee to a Nunnery."

Into the Ruins

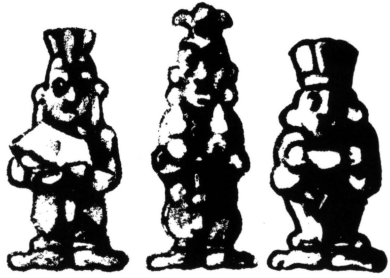
Now you're out of the safety of the Lab—thrust into the deep dark heart of Chichen Itza. Jose will be your guide, but you'll have to keep your wits about you and do your own thinking. In these ruins, there's much much more than meets the eye!

Use the arrow keys to move around the ruins. And don't forget to consult the map to get your bearings. You could get lost in the jungle and never find your way out.

Get Thee to a Nunnery

As Jose told you in the Lab, the Nunnery is a good place to begin your untangling of this twisted tale.

As you did in the Lab, look at and take whatever you can.



The Priceless Ixmol Jewel

Password

When you look into the Ixmol jewel, you'll see a password. You can choose to use the password, or return to the game.

Carefully write down the password somewhere you can refer to it later, then select **Confirm Password** if you want to be sure you copied it correctly. You'll then have to enter the password yourself.

Use the arrow keys as you did when entering your name at the beginning of the game. When all the characters are entered, move the cursor to **Exit**, and press **A**. If you've entered the password

correctly, you may select **Check Finished** and you'll be returned to the action. If you didn't, you'll get a chance to enter it again, with the correct password shown as a reference.

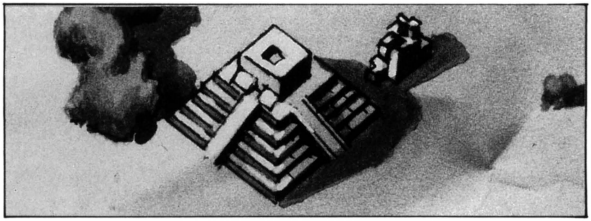
You can now stop playing if you want, and start playing later at the point where you left off.

To stop and save the action of the game at any other point, use the **Look** icon to call up your inventory. When the frame around **Look** is red, press **B**. Then move the cursor to the Ixmol jewel and press **A**. A password will be shown. Write it down and confirm it (as described above). If you change your mind, you can keep on playing without stopping.

When you play the game again, choose **Password Continue** at the Select screen. After you enter the names and password, you'll start the game at the point where you stopped and "looked" at the jewel.

The High Priest's Tomb

According to Jose, the High Priest's Tomb also contains some important items. Look around and see what's there.



High Priest's Tomb

Oh no! It's Skorpor! So those stories of monsters in the ruins are true!

Select the **Fight** icon, and press A to begin battle. Continue pressing A until the outcome has been determined.

If you're victorious, your work isn't done yet. There are miles to go before you sleep.

Keep in Mind

Professor Imes's journal, reprinted at the start of this guide, contains valuable information. Read it carefully.

Some of these old tombs have secret chambers. Try pushing the walls to see if one might lead to something.

Different members of your little party have talents and abilities that can be called into play in certain situations. So even if *you* can't move a wall, maybe someone else can. Choose the **Change** icon, and press **A** to select the next member of your party. Then have that person try his or her strength. If this approach meets with success, use the **Look** and **Take** icons as you have before, and take any other actions you think may be appropriate.

Take careful note of any clues you may discover. You need every scrap of information you can get your hands on.

Armed with the knowledge you gather, you must use your own wits to fit the rest of the pieces of the puzzle together. Exercise all your options. Look at everything. Take nothing for granted.

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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